



ZVK-007 USERS MANUAL - ADDENDUM

Project : Keyboard Patrols

The following amendments have been made which are specific to the above project:

5.2.2 KEYBOARD SETUP MENU

The following addition has been made to the Keyboard Setup / Engineering menu.

- Keyboard Patrol
This option enables or disables the use of the Keyboard Patrol feature.
It must be set to ENABLED before any Keyboard Patrols can be setup or started.
Switching this to DISABLED prevents the keyboard being used to run patrols from. It does not cancel any keyboard patrols that may already be running.

6.6 PATROLS

Meyertech receivers and domes can be configured with up to 4 Receiver Patrols. A Receiver Patrol is a list of preset positions, dwell times and maximum approach speeds which the dome systematically cycles through. The keyboard starts, stops and configures these patrols.

In addition, for cameras that do not support Receiver Patrols, a Keyboard Patrol can be configured. A Keyboard Patrol consists of a list of up to 10 preset positions and a dwell time. The keyboard cycles through these positions, sending the preset commands out at the relevant interval.

6.6.1 STORING A RECEIVER PATROL

This feature is only available where access to direct programming features has been granted.

Patrols are stored on the **current camera** by pressing the PROG key. The keyboard will ask 'Preset or Patrol'. The PATROL key should be used to select patrol programming.

The screen now prompts for the type of patrol to program. Patrols 1 to 4 are receiver patrols. Patrol 1 is a random patrol and patrols 2 to 4 are ordered. Enter a number to program that patrol.

[Storing a Receiver Patrol continues as described in the standard Manual]



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6.6.2 STORING A KEYBOARD PATROL

This feature is only available where access to direct programming features has been granted.

Patrols are stored on the **current camera** by pressing the PROG key. The keyboard will ask 'Preset or Patrol'. The PATROL key should be used to select patrol programming.

The screen now prompts for the type of patrol to program. Patrol 0 is the keyboard patrol, Patrols 1 to 4 are receiver patrols. Enter a 0 to program a keyboard patrol.

The user is prompted for a number of positions. This is the length of the patrol (number of preset positions). Valid range 2 – 10.

A Dwell Time should be chosen between 5 and 950 seconds. This is the wait time between each consecutive preset position on the Patrol. After selecting a dwell time and pressing Enter, the display will change to prompting for the first preset position.

Enter a preset number, in the range 1 – 99 (dependant on receiver type), for the first position and press enter. The display will prompt for a preset for the second position. Continue this for as many positions as required for the patrol, with a maximum of 10.

When all the presets have been entered the keyboard will beep to confirm the patrol has been stored, and return to operation.

6.6.3 PATROL CONTROL

To start a camera running a patrol, press the PATROL button.

If a Keyboard Patrol has been stored for the current camera and keyboard patrols are enabled, the patrol will commence immediately.

If a Receiver Patrol has been stored for the current camera, or if keyboard patrols are disabled, the display will show 'Patrol ?'. Select the patrol number to run, and press Enter.

If the display shows control (or access) denied, another user has control of the camera, and the Patrol cannot start.

Patrols are cancelled by sending any PTZF function to the camera (including preset commands).

Keyboard Patrols only :

Once a patrol has been started from a keyboard, that keyboard will continue to send preset commands to the cameras, until the Patrols are stopped *on that keyboard*. Keyboard patrols can be stopped as follows:

- Select each camera running a patrol and send a PTZF command
- Select any camera and send a Global Home command. All patrols will be cancelled.
- Removing power from the keyboard stops all patrols running. The patrol information is not lost.
- Keyboard patrols will be suspended if the operator logs off, or exits from 'Classic mode'.

Keyboard Patrol Restrictions

When running patrols from a keyboard the following restrictions apply :

- Control Timeout inoperative. If the keyboard is left in control of a camera, the matrix cannot force it to relinquish control after a timeout, since it is continually controlling the patrol cameras.
- When a large number of patrols are run simultaneously, especially if the time between presets (Dwell time) is short, joystick control from the patrol keyboard may become less responsive.



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- While waiting for operator input, for example programming patrols / presets, patrols will be paused.



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